

FIG. 1

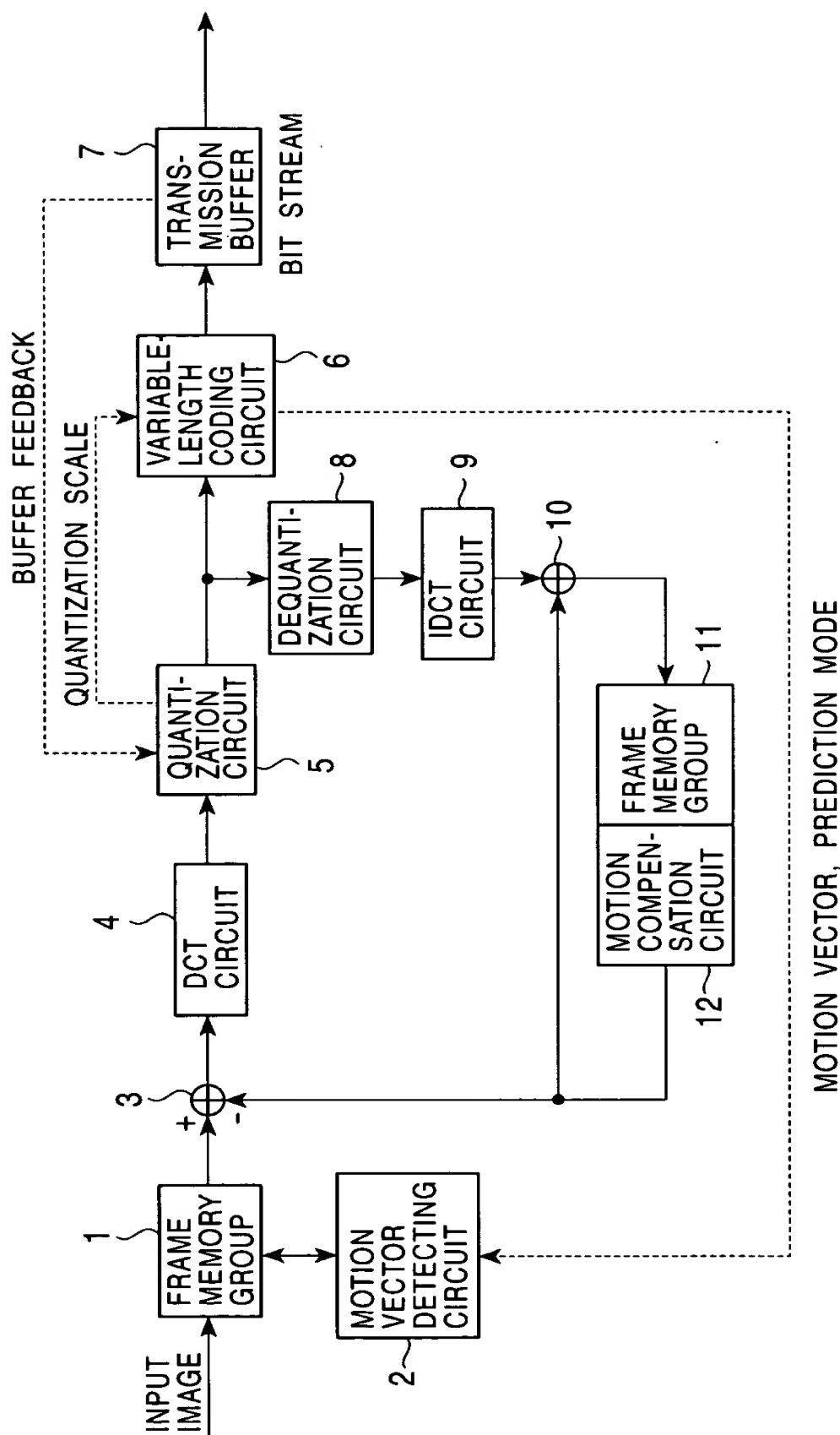


FIG. 2

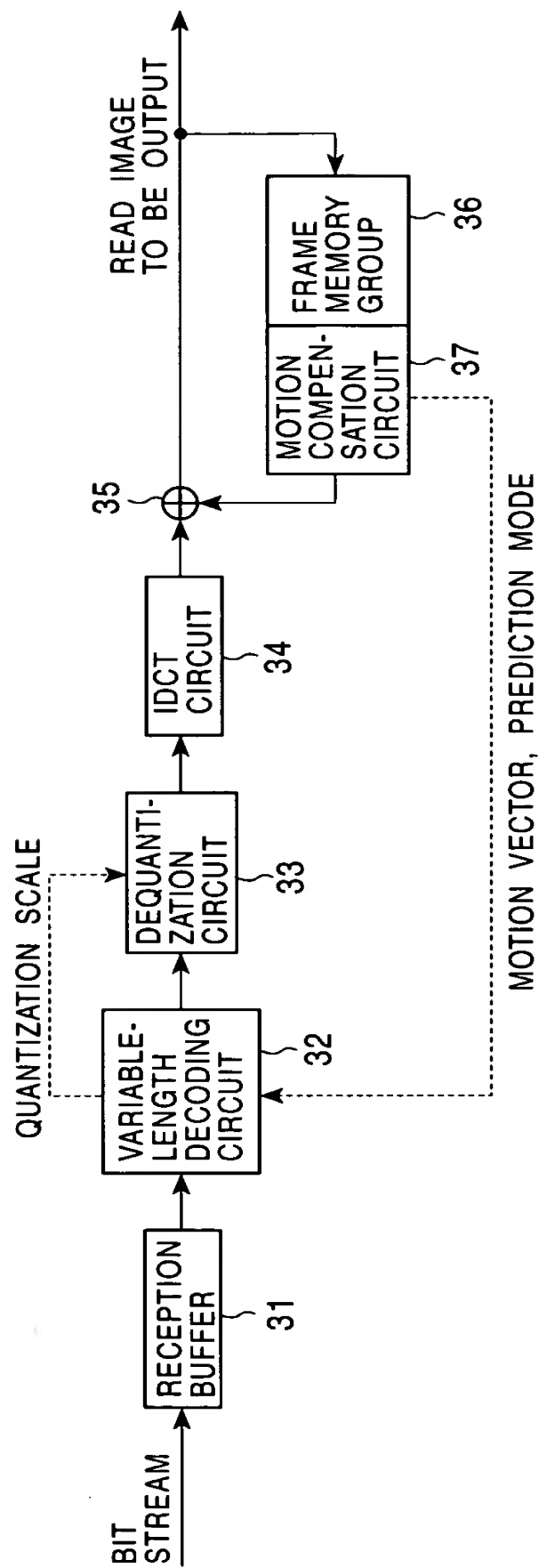


FIG. 4

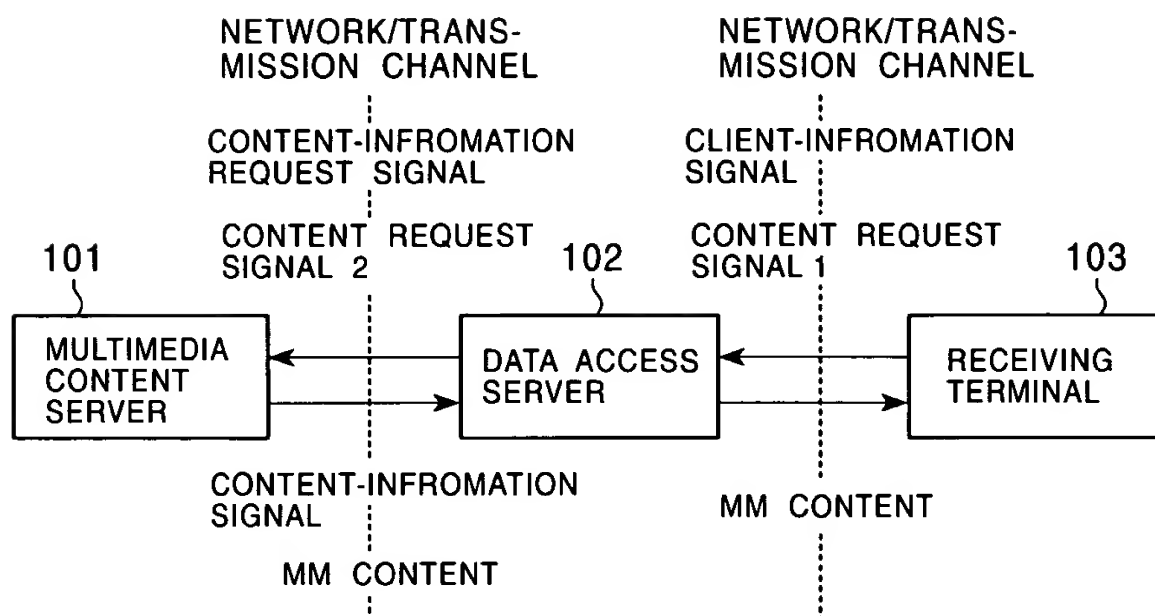


FIG. 5

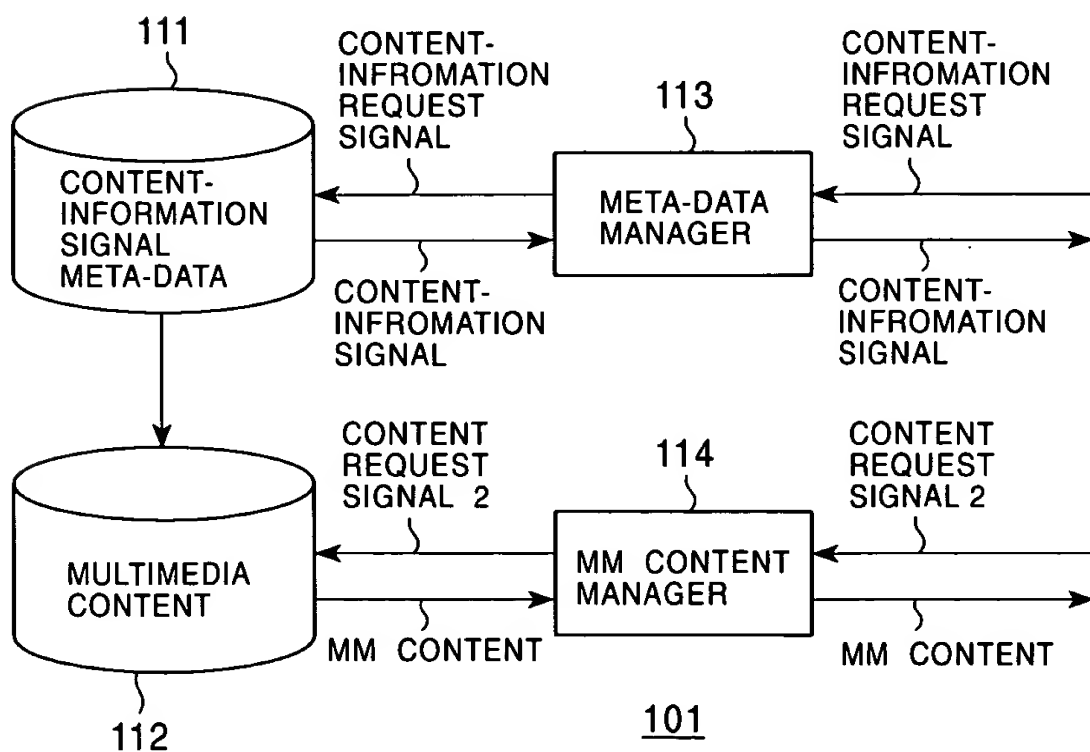


FIG. 6

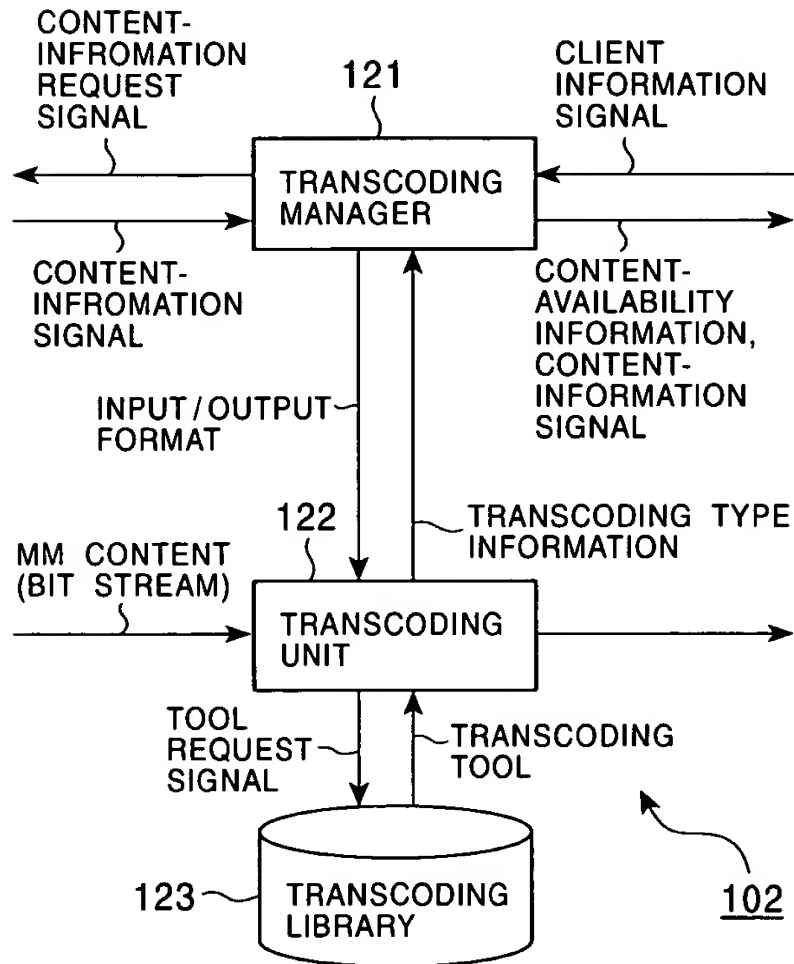


FIG. 7

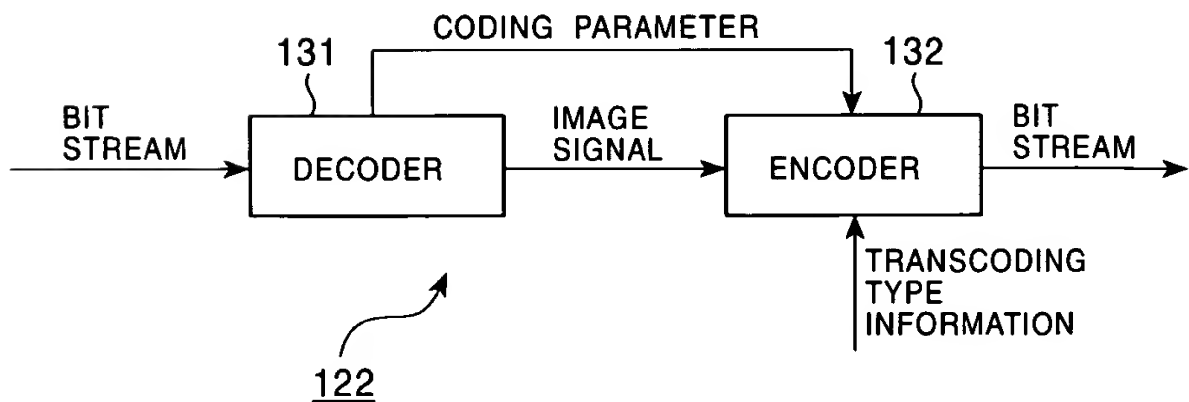


FIG. 8A

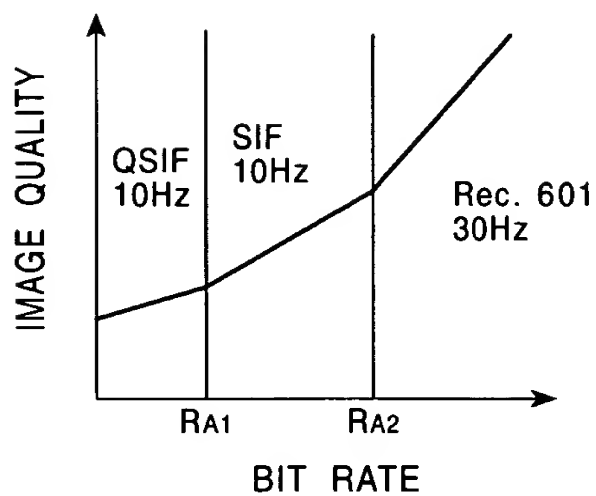


FIG. 8B

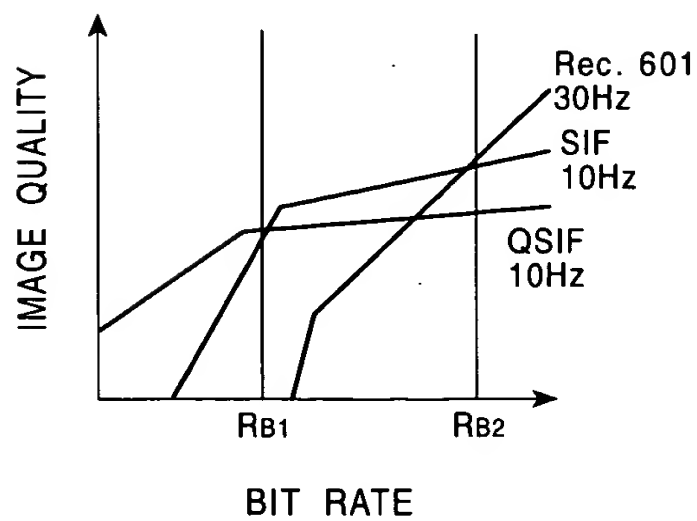


FIG. 9A

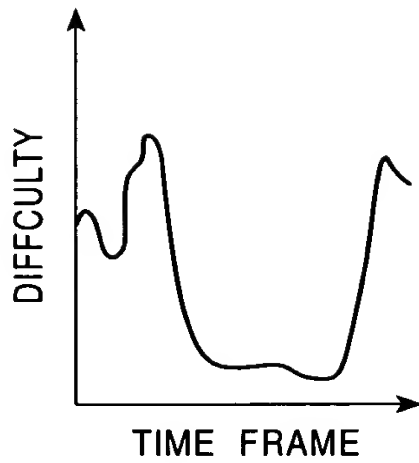


FIG. 9B

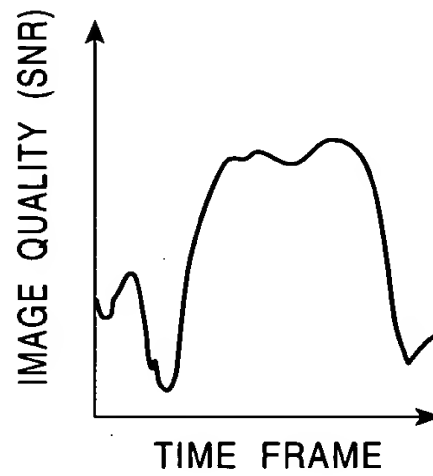


FIG. 9C

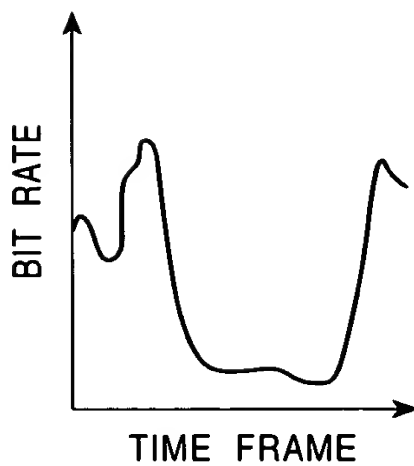


FIG. 9D

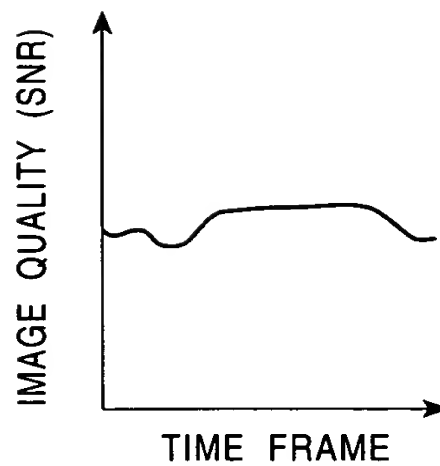


FIG. 9A

FIG. 10

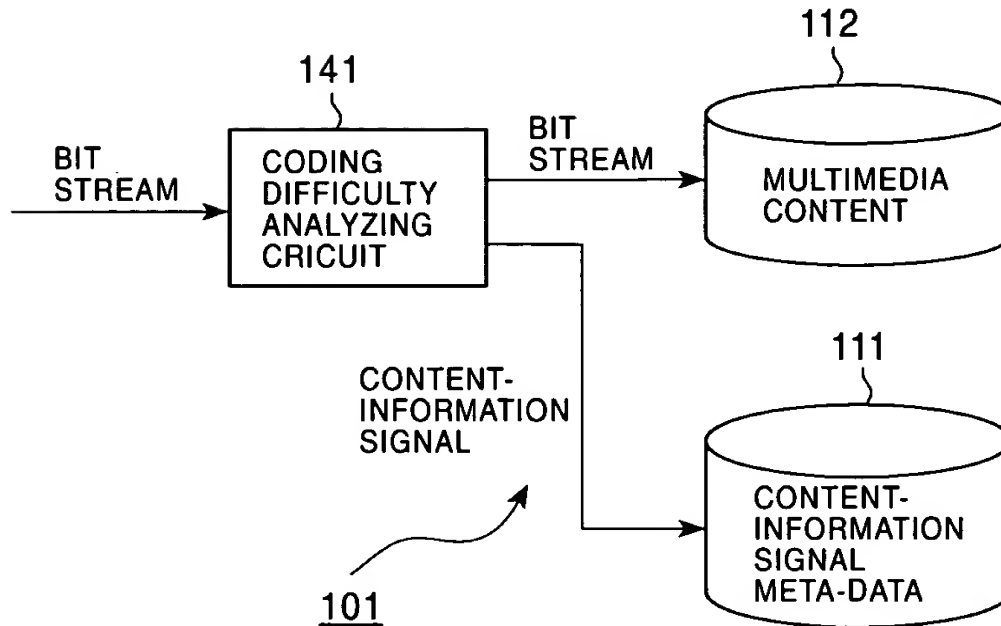


FIG. 11A

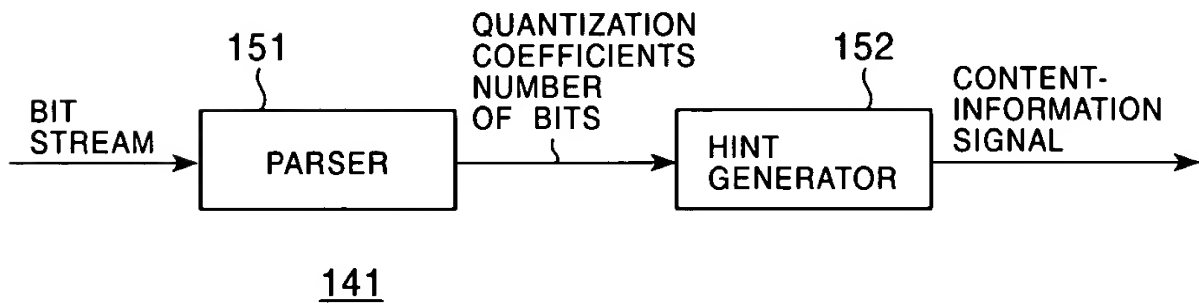


FIG. 11B

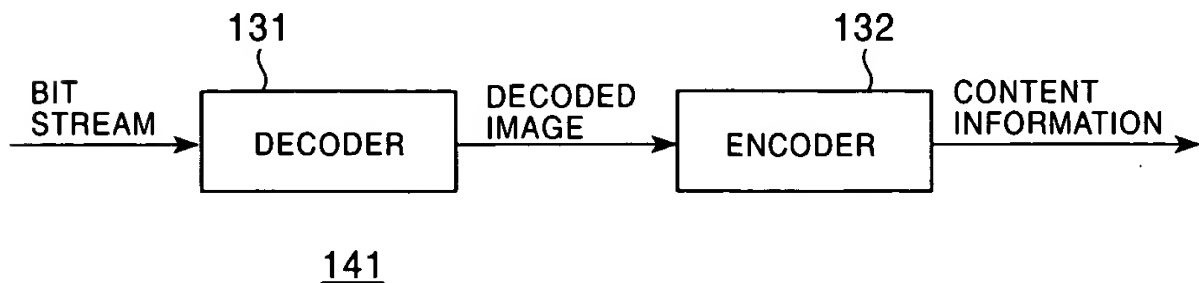


FIG. 12

```
TranscodingHint {  
    Int ID;  
    TranscodingParameterSet( );  
    TranscodingComplexityHint( );  
}
```

```
TranscodingParameterSet {  
    int ID;  
    int MinBitRate;  
    int MaxBitRate;  
    int FrameRate;  
    int FrameSize;  
}
```

```
TranscodingComplexityHint {  
    int ID;  
    int StartMediaLocator;  
    int EndMediaLocator;  
    int Complexity;  
}
```

```
TranscodingComplexityHint {  
    int ID;  
    int StartFrameNumber;  
    int EndFrameNumber;  
    int Complexity;  
}
```

FIG. 13

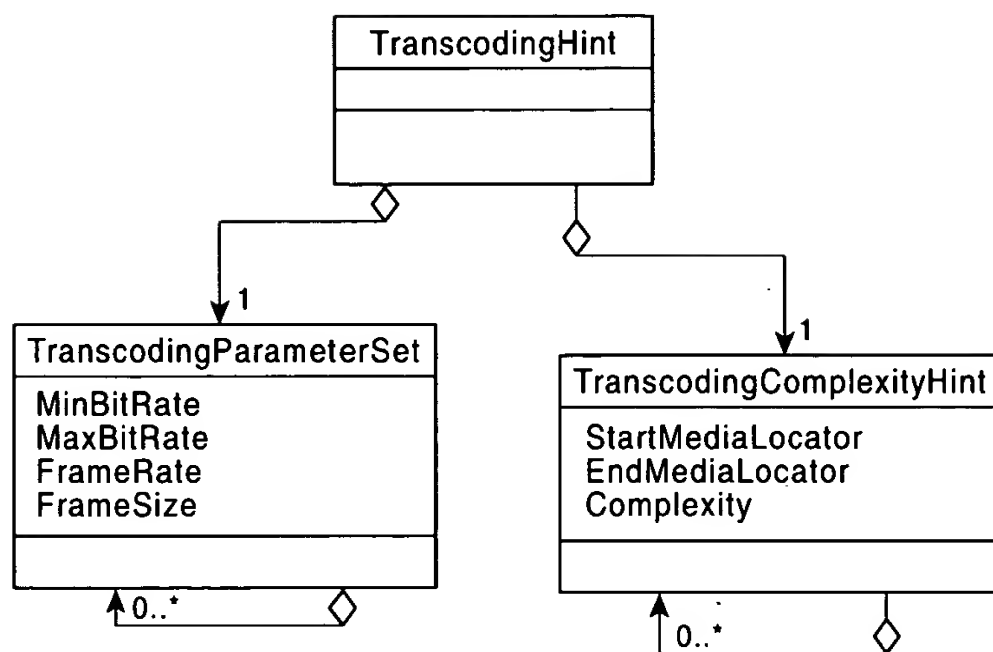


FIG. 14

FIG. 14

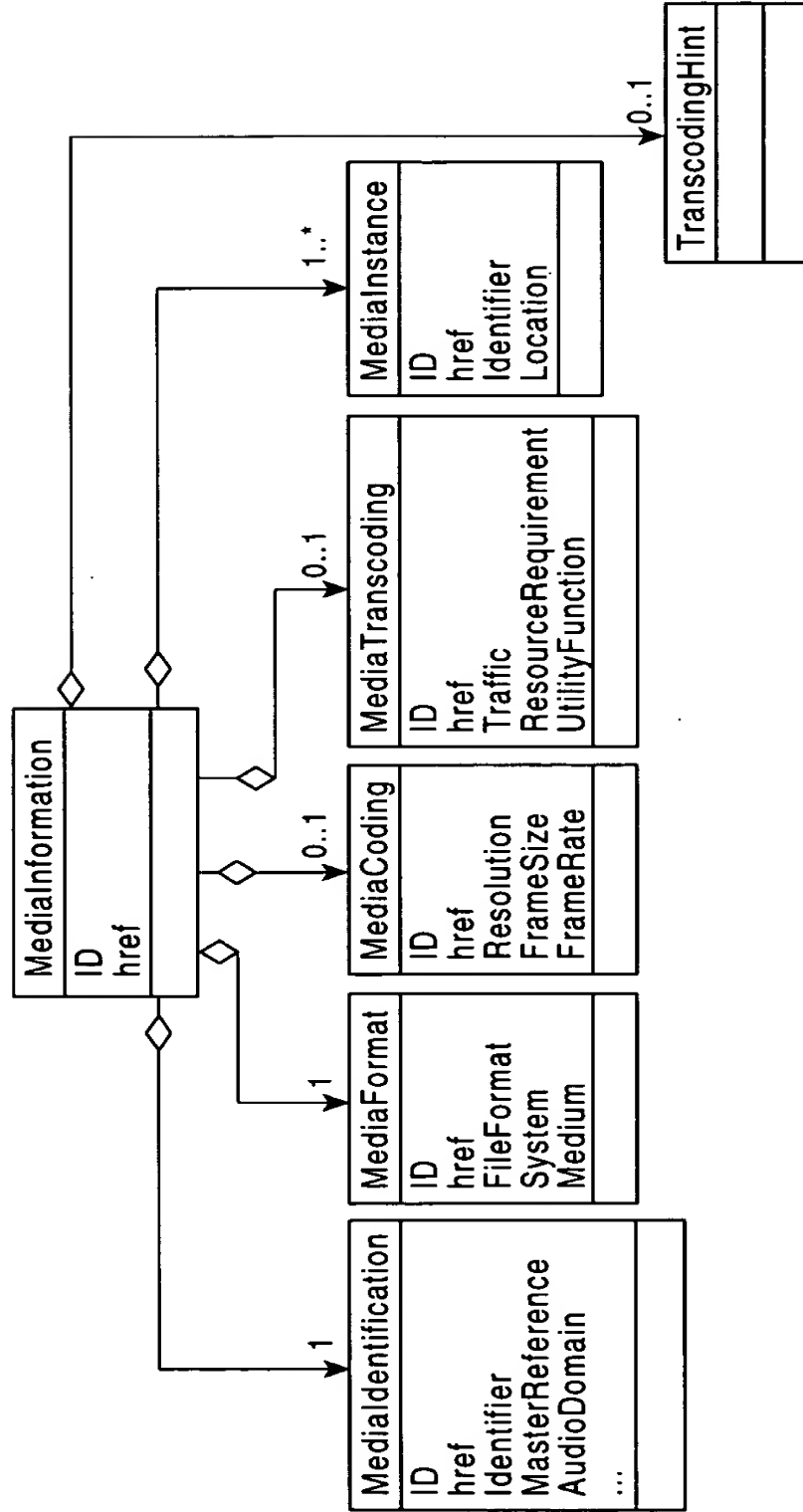


FIG. 15

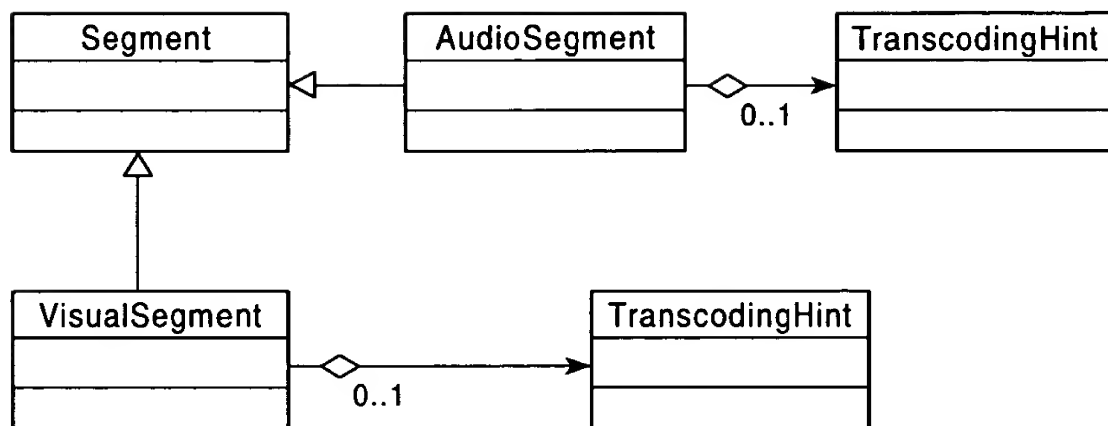


FIG. 17

FIG. 17

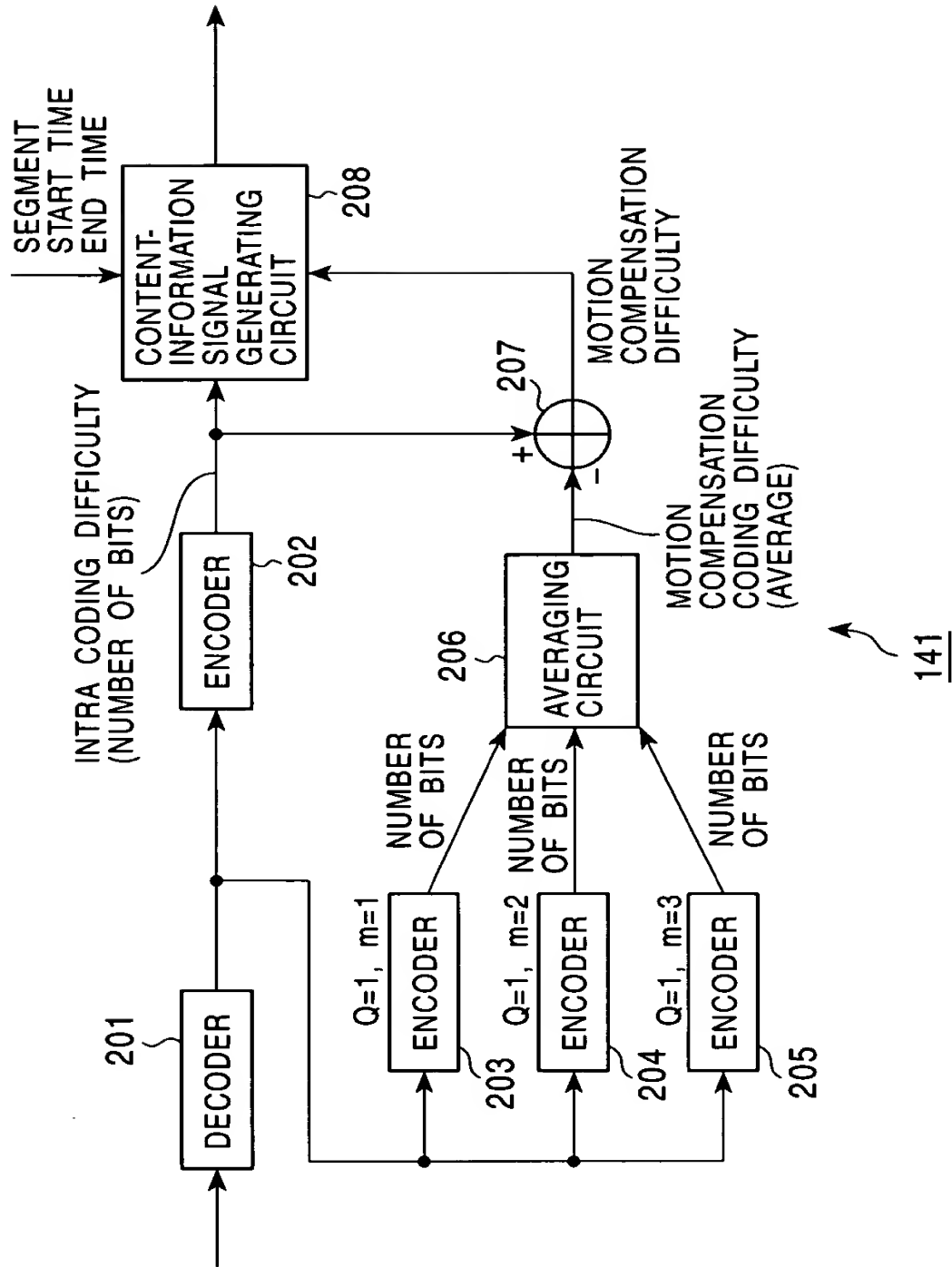


FIG. 18

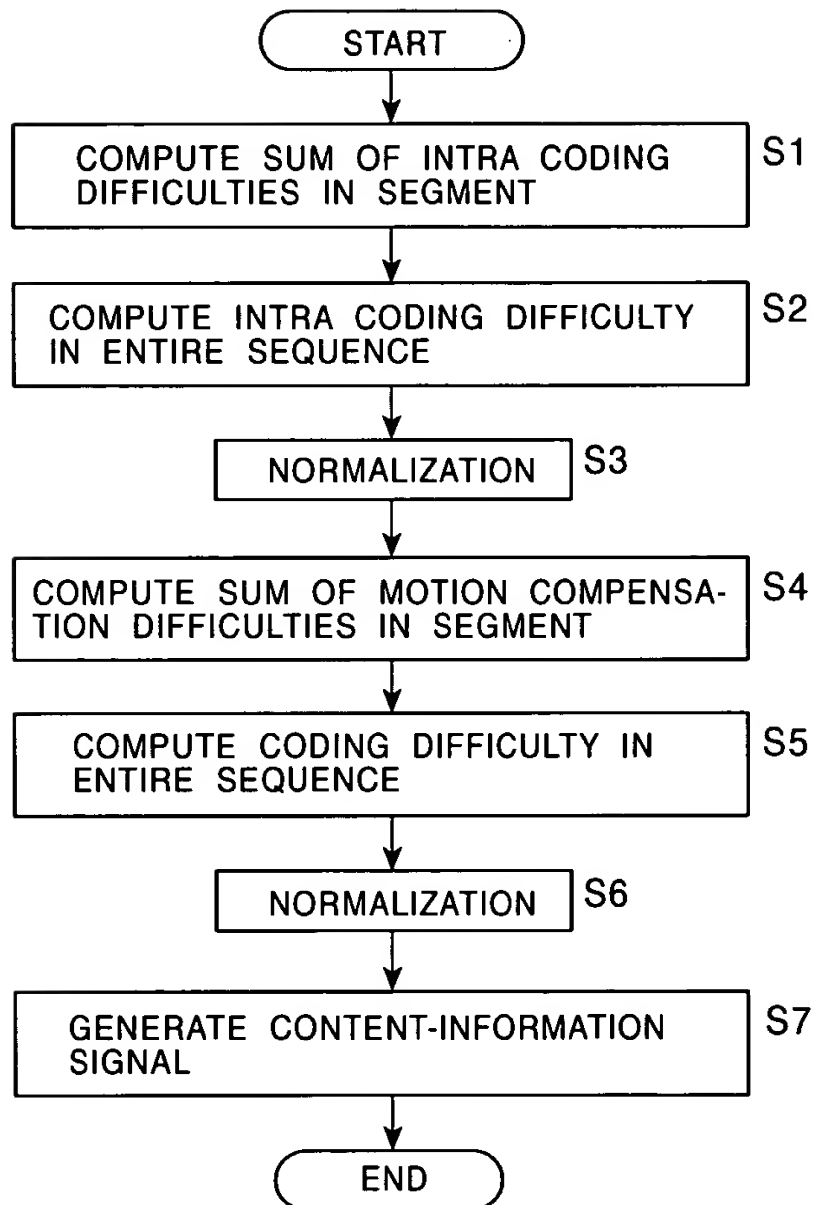
S
1
S
2
S
3
S
4
S
5
S
6
S
7

FIG. 19C

```
TextureHint {
    int ID;
    int Difficulty;
    char DifficultyType;
}
```


FIG. 20

VALUE	MEANING
0	Encoding Difficulty
THE OTHERS	Reserved

FIG. 21

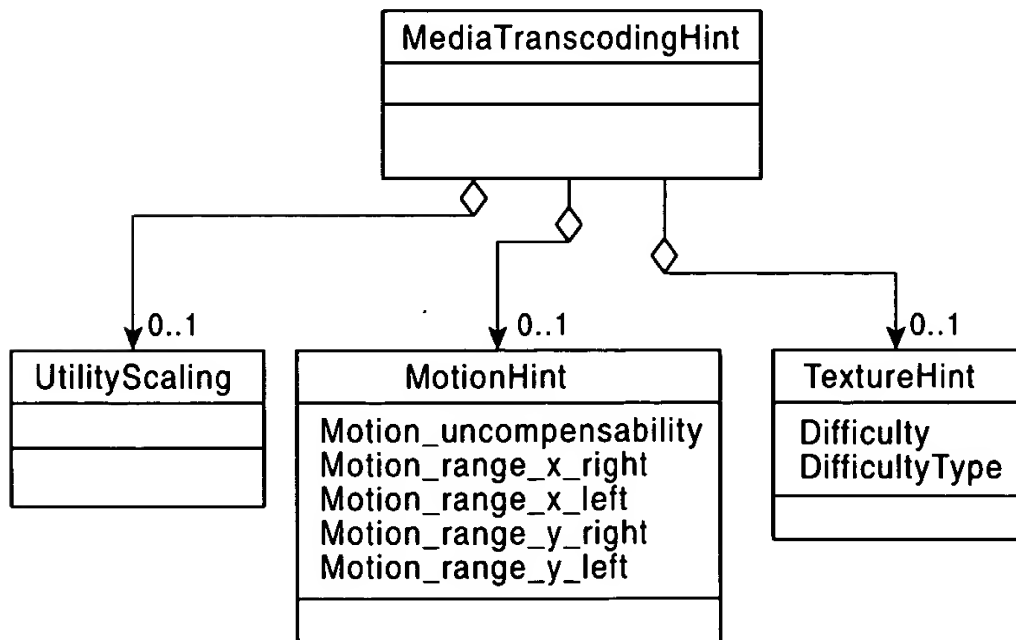


FIG. 22

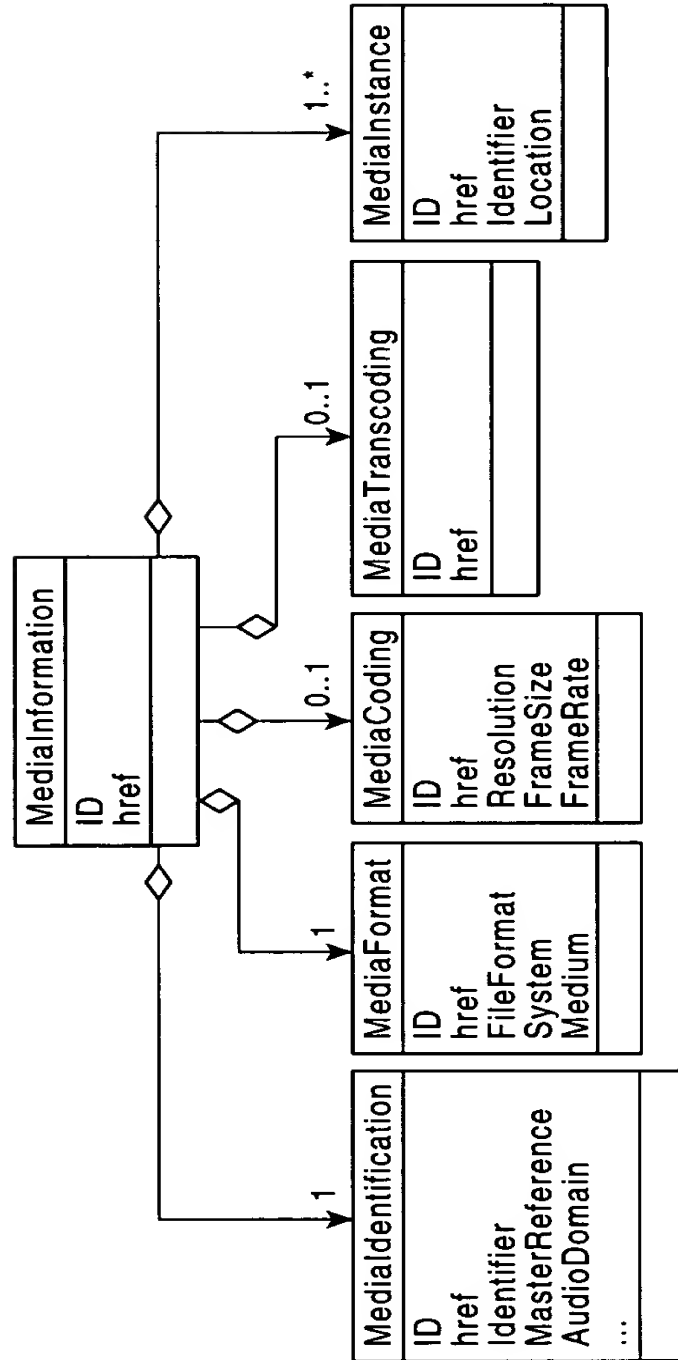


FIG. 23

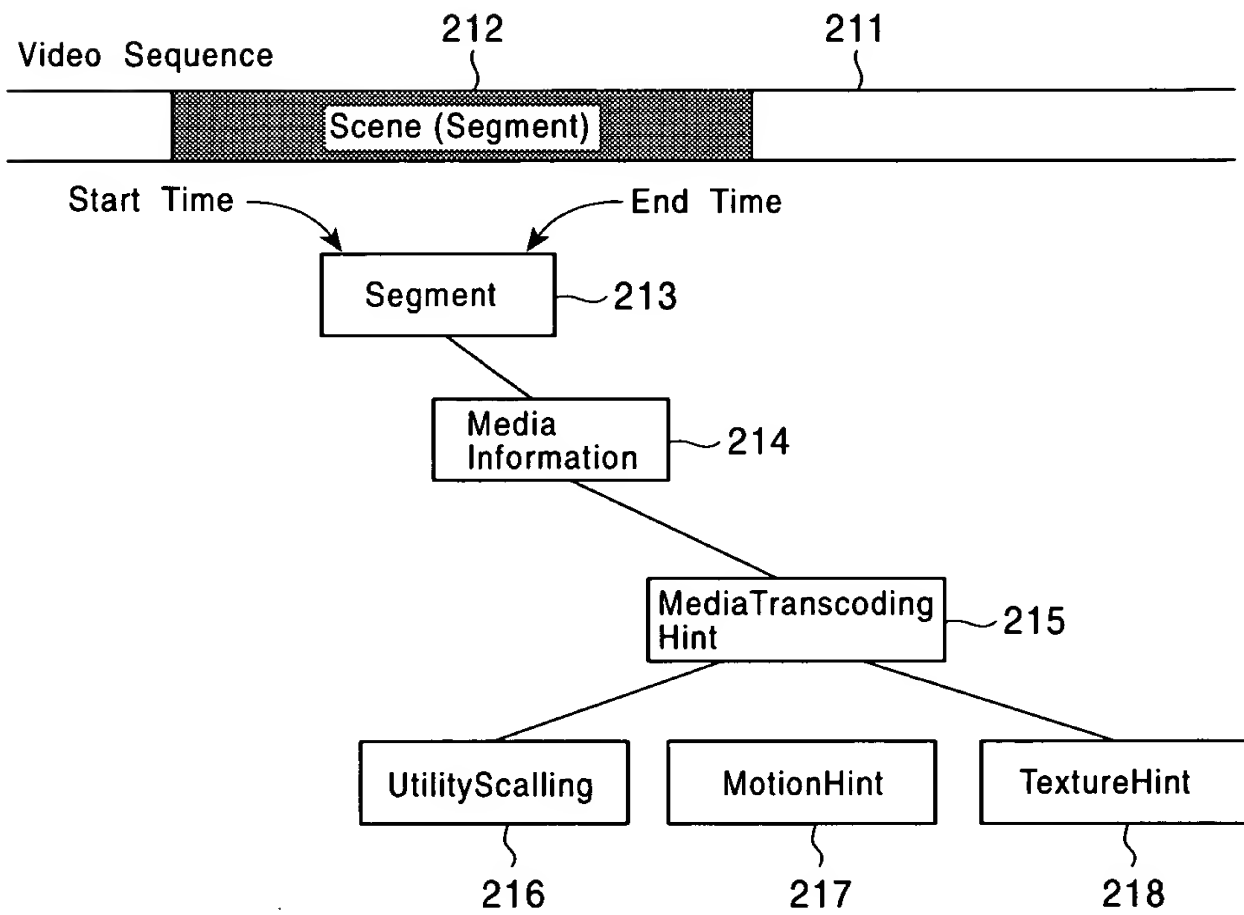


FIG. 24

